CLAIMS

1.   A method for viewing a set of sequential bitmaps comprising:

sequentially playing the set of sequential bitmaps, wherein, each sequential bitmap is offset in time;

defining a view window within each sequential bitmap which defines a portion of the sequential bit map under the view window; and

allowing the view window to move with respect to the sequential bitmaps as the sequential bitmaps are sequentially played.

2.   The method of Claim 1, wherein each sequential bitmap has a 360 degree field of view.

3.   The method of Claim 1, wherein each sequential bitmap has a 180 degree field of view.

4.   The method of Claim 1, wherein the view window is defined by a standard viewing software package.

5.   The method of Claim 4, wherein standard viewing software package is Macromedia™ Flash.

6.   The method of Claim 1, wherein each sequential bitmap defines a cylindrical space.

7.   The method of Claim 1, wherein each sequential bitmap is self-contained.

8.   The method of Claim 1, wherein each sequential bitmap has a 360 degree field of view and an overlap portion.

9.   The method of Claim 8, wherein the overlap portion has a 40 degree field of view.

10.   The method of Claim 8, wherein the view window has a field of view and the overlap portion has a field of view greater than the field of view of the view window.

11.   A method for viewing an immersive picture comprising:

defining an immersive picture;

repeating a portion of the content of the immersive picture;

storing the repeated portion together with the immersive picture to form an overlapping immersive picture;

defining a view window within the overlapping immersive picture which defines a portion of the overlapping immersive picture under the view window; and

allowing the view window to move with respect to the overlapping immersive picture.

12.   The method of Claim 11, further comprising displaying the portion of the overlapping immersive picture defined by the view window.

13.   The method of Claim 11, further comprising:

allowing the view window to define a first portion of the overlapping immersive picture near a first edge of the overlapping immersive picture as the view window moves towards the first edge; and

causing the view window to define a second portion of the overlapping immersive picture near a second edge of the overlapping immersive picture similar in content to the first

portion when the view window reaches a first distance from the first edge.

14.   The method of claim 11, wherein the view window is implemented in a standard viewing software package.

15.   The method of Claim 14, wherein the standard viewing software package is Macromedia™ Flash.

16.   The method of Claim 11, further comprising a second overlapping immersive picture combined with the overlapping immersive picture to form an overlapping immersive movie.

17.   A method for viewing an immersive movie comprising:

defining a set of immersive pictures;

repeating a portion of the content of each associated immersive picture;

storing each repeated portion together with the associated immersive picture to form a set of overlapping immersive pictures;

compiling the set of overlapping immersive pictures to form an overlapping immersive movie, wherein the overlapping immersive movie is played by sequentially displaying each of overlapping immersive picture in the set of overlapping immersive pictures;

defining a view window within the overlapping immersive movie which defines a portion of the overlapping immersive movie under the view window; and

allowing the view window to move with respect to the overlapping immersive movie.

18.   The method of Claim 16, wherein the view window moves with respect to content of the overlapping immersive movie by moving

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with respect to a each overlapping immersive picture when displayed.